

GetFullPathName

Carefully manage buffer sizes

Sean Barnum, Cigital, Inc. [vita¹]

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Part "Original Cigital Coding Rule in XML"

Mime-type: text/xml, size: 4174 bytes

Attack Category	<ul style="list-style-type: none">• Path spoofing or confusion problem		
Vulnerability Category	<ul style="list-style-type: none">• Buffer Overflow• Indeterminate File/Path		
Software Context	<ul style="list-style-type: none">• File Path Management		
Location	<ul style="list-style-type: none">• winbase.h		
Description	<p>The Windows GetFullPathName() must be checked to verify that the result fits in the buffer or unexpected behavior may occur.</p> <p>GetFullPathName merges the name of the current drive and directory with a specified file name to determine the full path and file name of the specified file. If the result does not fit into the return buffer, the return value is the size of the buffer that would be required to hold the path including the terminating null. It is important to check this return value, as if it is larger than the buffer size, then the buffer will not contain the complete path.</p>		
APIs	Function Name		Comments
	GetFullPathName		
	GetFullPathNameA		
	GetFullPathNameW		
Method of Attack	No attack. Reliability problem.		
Exception Criteria			
Solutions	Solution Applicability	Solution Description	Solution Efficacy
	Whenever GetFullPathName is used.	If the return value is larger than the buffer size, you should call the function again with a buffer that is at least as long as	Effective.

1. <http://buildsecurityin.us-cert.gov/bsi-rules/35-BSI.html> (Barnum, Sean)

		the indicated return value.	
Signature Details	DWORD GetFullPathName(LPCTSTR lpFileName, DWORD nBufferLength, LPTSTR lpBuffer, LPTSTR* lpFilePart);		
Examples of Incorrect Code	<pre> LPCTSTR lpFileName = "SomeFile"; DWORD nBufferLength = 40; LPTSTR lpBuffer = (LPTSTR)malloc(nBufferLength * sizeof(TCHAR)); LPTSTR filePart; DWORD pathSize = GetFullPathName(lpFileName , nBufferLength, lpBuffer, &filePart); /* Using lpBuffer without further checks could cause trouble. */ </pre>		
Examples of Corrected Code	<pre> LPCTSTR lpFileName = "SomeFile"; DWORD nBufferLength = 40; LPTSTR lpBuffer = (LPTSTR)malloc(nBufferLength * sizeof(TCHAR)); LPTSTR filePart; DWORD pathSize = GetFullPathName(lpFileName , nBufferLength, lpBuffer, &filePart); if (pathSize > nBufferLength) { delete lpBuffer; nBufferLength = pathSize; lpBuffer = (LPTSTR)malloc(nBufferLength * sizeof(TCHAR)); GetFullPathName(lpFileName , nBufferLength, lpBuffer, &filePart); } /* Using lpBuffer now should be safe. */ </pre>		
Source Reference	http://www.freelists.org/archives/windows_errors/06-2003/msg00007.html		
Recommended Resource	MSDN reference page for GetFullPathName³		
Discriminant Set	Operating System	<ul style="list-style-type: none"> Windows 	
	Languages	<ul style="list-style-type: none"> C C++ 	

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1. <mailto:copyright@cigital.com>